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INVENTION: EDITING APPARATUS AND EDITING METHOD

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SIR:

CERTIFIED TRANSLATION

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[Title of Document] Specification

[Title of the Invention] Data processing Apparatus and
Method

[Scope of Claims for a Patent]

[Claim 1]

5

A data processing apparatus having an
attachable/detachable non-volatile file memory from
which data is readable by a computer, comprising:

10

a controlling portion for handling a data
file and file management information for managing the
data file; and

a memory interface disposed between said
controlling portion and the non-volatile memory,

15

wherein the file management information is
composed of:

a first file information area containing at
least the file name of the data file and the number of
parts that compose the data file, the number of parts
being at least one; and

20

a second file information area containing at
least the size of each of the part, the part start
position, and the part end position, and

25

wherein when the data file is divided into
two data files, the data processing apparatus is
adapted for updating the size and the file end position
of the second file information area corresponding to
the data file so as to generate the file management



information corresponding to a first data file placed before a divide point of the data file and for copying a predetermined area containing the divide point and placing the copied predetermined area at the beginning of the second data file so as to generate the file management information corresponding to a second data file placed after the dividing point.

[Claim 2]

A data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer, comprising:

a controlling portion for handling a data file and file management information for managing the data file; and

a memory interface disposed between said controlling portion and the non-volatile memory,

wherein the file management information is composed of:

a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts being at least one; and

a second file information area containing at least the size of each of the part, the part start position, and the part end position, and

wherein when a first data file and a second data file are combined, the data processing apparatus

is adapted for successively placing the first file information area and the second file information area corresponding to the first data file and the second file information corresponding to the second data file so as to generate the file management information corresponding to the combined data file.

[Claim 3]

A data processing method for a data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer,

the non-volatile memory storing a data file and file management information for managing the data file,

the file management information being composed of a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts being at least one, and a second file information area containing at least the size of each of the part, the part start position, and the part end position,

wherein the data file is divided into two data files, the data processing method comprising the steps of:

updating the size and the file end position of the second file information area corresponding to the data file so as to generate the file management

information corresponding to a first data file placed before a divide point of the data file; and

copying a predetermined area containing the divide point and placing the copied predetermined area at the beginning of the second data file so as to generate the file management information corresponding to a second data file placed after the dividing point.

[Claim 4]

A data processing method for a data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer,

the non-volatile memory storing a data file and file management information for managing the data file,

the file management information being composed of a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts being at least one, and a second file information area containing at least the size of each of the part, the part start position, and the part end position,

wherein a first data file and a second data file are combined, the data processing method comprising the step of:

successively placing the first file information area and the second file information area

corresponding to the first data file and the second file information corresponding to the second data file so as to generate the file management information corresponding to the combined data file.

5 [Detailed Description of the Invention]

[0001]

[Technical Field to which the Invention belongs]

The present invention relates to a suitable data processing apparatus and method for applying the detachable memory card to the apparatus as the record medium such as the audio data.

[0002]

EEPROM (Electrically Erasable Programmable ROM) that is an electrically rewritable memory requires a large space because each bit is composed of two transistors. Thus, the integration of EEPROM is restricted. To solve this problem, a flash memory that allows one bit to be accomplished with one transistor using all-bit-erase system has been developed. The flash memory is being expected as a successor of conventional record mediums such as magnetic disks and optical discs.

[0003]

A memory card using a flash memory is also known. The memory card can be freely attached to an apparatus and detached therefrom. A digital audio recording/reproducing apparatus that uses a memory card

instead of a conventional CD (Compact Disc) or MD (Mini Disc) can be accomplished.

[0004]

5 A file management system used for a conventional personal computer is named FAT (File Allocation Table). In the FAT system, when a particular file is defined, predetermined parameters are successively set to the file. Thus, the size of a file becomes variable. One file is composed of at least one management unit (sector, cluster, or the like). Data corresponding to the management unit is written to a table referred to as FAT. In the FAT file system, a file structure can be easily formed regardless of the physical characteristics of a record medium. Thus, the FAT file system can be used for a magneto-optical disc as well as a floppy disk and a hard disk. In the above-mentioned memory card, the FAT file system is used.

[0005]

20 However, a CD with which audio data is recorded does not have the concept of the FAT system at all. In the era of the MD with which audio data can be recorded and reproduced, music programs are recorded and edited using an FAT modified system called Link-P. Thus, the system itself can be controlled with a low power CPU. However, using such a system, data cannot be exchanged with a personal computer. Thus, the MD

system has been developed as an isolated AV system.

[0006]

The Link-P system used in the MD is composed of a P-DFA (Pointer for Defective Area), a P-Empty (Pointer for Empty slot) area, a P-FRA (Pointer for Freely Area), and P-TNo1 ... P-TNo255. The P-DFA represents the top position of a slot that contains information of a defect on an MD. The P-Empty area represents the use state of a slot. The P-FRA represents the top position of a slot used for managing a recordable area. The P-TNo1, P-TNo2, ..., P-TNo255 represent the start positions of slots corresponding to individual music programs.

[0007]

Next, with reference to Fig. 36, a process for successively searching recordable areas dispersed on a record medium will be described using the area PRA. Referring to Fig. 36A, the volume of the FRA is 03h. In this case, as shown in Fig. 36A, the slot 03h is accessed. The start address and the end address recorded in the slot 03h represent the start address and the end address of one part on the disc.

[0008]

As shown in Fig. 36A, link information recorded in the slot 03h represents that the next slot address is 18h. Thus, as shown in Fig. 36B, the slot 18h is accessed. Link information recorded in the slot

18h represents that the next slot address is 1Fh.

Likewise, as shown in Fig. 36C, the slot 1Fh is

accessed. As shown in Fig. 36D, corresponding to link
information in slot 1Fh, a slot 2Bh is accessed. As

5 shown in Fig. 36E, corresponding to link information in
the slot 2Bh, a slot E3h is accessed. In such a

manner, link information is traced until a null (00h)
is detected as link information. Thus, the addresses
of recordable areas dispersed on the MD are

10 successively recognized. Alternatively, by controlling
an optical pickup and successively accessing these

addresses, recordable areas dispersed in the memory can
be obtained. Likewise, by referencing the P-DFA or the

15 P-TNoN, defective areas that are dispersed in the
memory can be successfully accessed.

[0009]

[Problem to be solved by the Invention]

Link-P system is possibly performing to
control with above-described four parameters likewise
20 of FAT. However, the configuration of the software is
so complicated for managing it.

[0010]

The other hand, FAT file system of standard
type PC is introduced to the memory card as the
25 resulting of having the concept of the memory for the
PC. Hence, the system is easily become a larger size,
the management of FAT file system with the small CPU

for the memory is troublesome.

[0011]

With the Link-P system and FAT file system, when edit process of the data file such as a combine
5 process for combining two data into one data, a divide process for dividing one data into two data or the like are performed, the file management can be easily performed.

[0012]

10 An object of the present invention is to provide an editing apparatus and an editing method for a non-volatile memory for adding an attribute file to the beginning of each data file and manage parts that
15 disperse in the memory with the attribute file so as to allow the editing process to be performed even if the FAT area is destroyed.

[0013]

[Means for Solving the Problem]

According to the present invention of claim
20 1, there is provided a data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer, comprising:

a controlling portion for handling a data
file and file management information for managing the
25 data file; and

a memory interface disposed between said controlling portion and the non-volatile memory,

wherein the file management information is composed of:

a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts being at least one; and

a second file information area containing at least the size of each of the part, the part start position, and the part end position, and

wherein when the data file is divided into two data files, the data processing apparatus is adapted for updating the size and the file end position of the second file information area corresponding to the data file so as to generate the file management information corresponding to a first data file placed before a divide point of the data file and for copying a predetermined area containing the divide point and placing the copied predetermined area at the beginning of the second data file so as to generate the file management information corresponding to a second data file placed after the dividing point.

[0014]

According to the present invention of claim 2, there is provided a data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer, comprising:

a controlling portion for handling a data

file and file management information for managing the data file; and

a memory interface disposed between said controlling portion and the non-volatile memory,

5 wherein the file management information is composed of:

a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts
10 being at least one; and

a second file information area containing at least the size of each of the part, the part start position, and the part end position, and

wherein when a first data file and a second
15 data file are combined, the data processing apparatus is adapted for successively placing the first file information area and the second file information area corresponding to the first data file and the second file information corresponding to the second data file
20 so as to generate the file management information corresponding to the combined data file.

[0015]

According to the present invention of claim 3, there is provided a data processing method for a
25 data processing apparatus having an attachable/detachable non-volatile file memory from which data is readable by a computer,

the non-volatile memory storing a data file and file management information for managing the data file,

the file management information being
5 composed of a first file information area containing at least the file name of the data file and the number of parts that compose the data file, the number of parts being at least one, and a second file information area containing at least the size of each of the part, the
10 part start position, and the part end position,

wherein the data file is divided into two data files, the data processing method comprising the steps of:

updating the size and the file end position
15 of the second file information area corresponding to the data file so as to generate the file management information corresponding to a first data file placed before a divide point of the data file; and

copying a predetermined area containing the
20 divide point and placing the copied predetermined area at the beginning of the second data file so as to generate the file management information corresponding to a second data file placed after the dividing point.

[0016]

25 According to the present invention of claim 4, there is provided a data processing method for a data processing apparatus having an

attachable/detachable non-volatile file memory from
which data is readable by a computer,

the non-volatile memory storing a data file
and file management information for managing the data
5 file, the file management information being composed of
a first file information area containing at least the
file name of the data file and the number of parts that
compose the data file,

the number of parts being at least one, and a
10 second file information area containing at least the
size of each of the part, the part start position, and
the part end position,

wherein a first data file and a second data
file are combined, the data processing method
15 comprising the step of:

successively placing the first file
information area and the second file information area
corresponding to the first data file and the second
file information corresponding to the second data file
20 so as to generate the file management information
corresponding to the combined data file.

[0017]

In the case of the editing processes such as
combine like track A and B into track A for the data
25 file which is recorded to the detachable non-volatile
memory are performed, the part information area PRTINF
of track B is moved after the part information area

PRTINF of track A that had been moved, then the track information area TRKINF is deleted. At this moment, afterward a chain of the sound file of track A is moved, a chain of the sound file of track B is also moved. Then, the track information area TRKINF of track A being updated and two of the part information area PRTINF are closely arranged. That is, the track information area TRKINF of track A, the part information area PRTINF of track A and the part information area PRTINF are arranged sequentially.

[0018]

[Embodiment of the Invention]

Next, an embodiment of the present invention will be described. Fig. 1 is a block diagram showing the structure of a digital audio recorder/player using a memory card according to an embodiment of the present invention. The digital audio recorder/player records and reproduces a digital audio signal using a detachable memory card. In reality, the recorder/player composes an audio system along with an amplifying unit, a speaker, a CD player, an MD recorder, a tuner, and so forth. However, it should be noted that the present invention can be applied to other audio recorders. In other words, the present invention can be applied to a portable recording/reproducing apparatus. In addition, the present invention can be applied to a set top box that

records a digital audio data that is circulated as a satellite data communication, a digital broadcast, or Internet. Moreover, the present invention can be applied to a system that records/reproduces moving picture data and still picture data rather than audio data. The system according to the embodiment of the present invention can record and reproduce additional information such as picture and text other than a digital audio signal.

[0019]

The recording/reproducing apparatus has an audio encoder/decoder IC 10, a security IC 20, a DSP (Digital Signal Processor) 30. Each of these devices is composed of a one-chip IC. The recording/reproducing apparatus has a detachable memory card 40. The one-chip IC of the memory card 40 has flash memory (non-volatile memory), a memory control block, and a security block. The security block has a DES (Data Encryption Standard) encrypting circuit. According to the embodiment, the recording/reproducing apparatus may use a microcomputer instead of the DSP 30.

[0020]

The audio encoder/decoder IC 10 has an audio interface 11 and an encoder/decoder block 12. The encoder/decoder block 12 encodes a digital audio data corresponding to a highly efficient encoding method and

writes the encoded data to the memory card 40. In addition, the encoder/decoder block 12 decodes encoded data that is read from the memory card 40. As the highly efficient encoding method, the ATRAC3 format that is a modification of the ATRAC (Adaptive Transform Acoustic Coding) format used in Mini-Disc is used.

[0021]

In the ATRAC3 format, audio data sampled at 44.1 kHz and quantized with 16 bits is highly efficiently encoded. In the ATRAC3 format, the minimum data unit of audio data that is processed is a sound unit (SU). 1 SU is data of which data of 1024 samples (1024 x 16 bits x 2 channels) is compressed to data of several hundred bytes. The duration of 1 SU is around 23 msec. In the highly efficient encoding method, the data amount of audio data is compressed to data that is around 10 times smaller than that of original data. As with the ATRAC1 format used in Mini-Disc, the audio signal compressed and decompressed corresponding to the ATRAC3 format less deteriorates in the audio quality.

[0022]

A line input selector 13 selectively supplies the reproduction output signal of an MD, the output signal of a tuner, or a reproduction output signal of a tape to an A/D converter 14. The A/D converter 14 converts the input line signal to a digital audio signal (sampling frequency = 44.1 kHz; the number of

quantizing bits = 16). A digital input selector 16 selectively supplies a digital output signal of an MD, a CD, or a CS (Satellite Digital Broadcast) to a digital input receiver 17. The digital input signal is transmitted through for example an optical cable. An output signal of the digital input receiver 17 is supplied to a sampling rate converter 15. The sampling rate converter 15 converts the digital input signal into a digital audio signal (sampling frequency = 44.1 kHz; the number of quantizing bits = 16).

[0023]

The encoder/decoder block 12 of the audio encoder/decoder IC 10 supplies encoded data to a DES encrypting circuit 22 through an interface 21 of the security IC 20. The DES encrypting circuit 22 has a FIFO 23. The DES encrypting circuit 22 is disposed so as to protect the copyright of contents. The memory card 40 also has a DES encrypting circuit. The DES encrypting circuit 22 of the recording/reproducing apparatus has a plurality of master keys and an apparatus-unique storage key. The DES encrypting circuit 22 also has a random number generating circuit. The DES encrypting circuit 22 can share an authenticating process and a session key with the memory card 40 that has the DES encrypting circuit. In addition, the DES encrypting circuit 22 can re-encrypt data with the storage key of the DES encrypting

circuit.

[0024]

The encrypted audio data that is output from the DES encrypting circuit 22 is supplied to a DSP (Digital Signal Processor) 30. The DSP 30 communicates with the memory card 40 through an interface. In this example, the memory card 40 is attached to an attaching/detaching mechanism (not shown) of the recording/reproducing apparatus. The DSP 30 writes the encrypted data to the flash memory of the memory card 40. The encrypted data is serially transmitted between the DSP 30 and the memory card 40. In addition, an external SRAM (Static Random Access Memory) 31 is connected to the DSP 30.

[0025]

A bus interface 32 is connected to the DSP 30. Data is supplied from an external controller (not shown) to the DSP 30 through a bus 33. The external controller controls all operations of the audio system. The external controller supplies data such as a record command or a reproduction command that is generated corresponding to a user's operation through an operation portion to the DSP 30 through the bus interface 32. In addition, the external controller supplies additional information such as image information and character information to the DSP 30 through the bus interface 32. The bus 33 is a

bidirectional communication path. Additional information that is read from the memory card 40 is supplied to the external controller through the DSP 30, the bus interface 32, and the bus 33. In reality, the external controller is disposed in for example an amplifying unit of the audio system. In addition, the external controller causes a display portion to display additional information, the operation state of the recorder, and so forth. The display portion is shared by the audio system. Since data that is exchanged through the bus 33 is not copyright protected data, it is not encrypted.

[0026]

The encrypted audio data that is read from the memory card 40 by the DSP 30 is decrypted by the security IC 20. The audio encoder/decoder IC 10 decodes the encoded data corresponding to the ATRAC3 format. Output data of the audio encoder/decoder 10 is supplied to a D/A converter 18. The D/A converter 18 converts the output data of the audio encoder/decoder 10 into an analog signal. The analog audio signal is supplied to a line output terminal 19.

[0027]

The analog audio signal is supplied to an amplifying unit (not shown) through the line output terminal 19. The analog audio signal is reproduced from a speaker or a head set. The external controller

supplies a muting signal to the D/A converter 18. When the muting signal represents a mute-on state, the external controller prohibits the audio signal from being output from the line output terminal 19.

5 [0028]

Fig. 2 is a block diagram showing the internal structure of the DSP 30. Referring to Fig. 2, the DSP 30 comprises a core 34, a flash memory 35, an SRAM 36, a bus interface 37, a memory card interface 38, and inter-bus bridges. The DSP 30 has the same function as a microcomputer. The core 34 is equivalent to a CPU. The flash memory 35 stores a program that causes the DSP 30 to perform predetermined processes. The SRAM 36 and the external SRAM 31 are used as a RAM of the recording/reproducing apparatus.

15 [0029]

The DSP 30 controls a writing process for writing encrypted audio data and additional information to the memory card 40 corresponding to an operation signal such as a record command received through the bus interfaces 32 and 37 and a reading process for reading them therefrom. In other words, the DSP 30 is disposed between the application software side of the audio system that records/reproduces audio data and additional information and the memory card 40. The DSP 30 is operated when the memory card 40 is accessed. In addition, the DSP 30 is operated corresponding to

software such as a file system.

[0030]

5 The DSP 30 manages files stored in the memory
card 40 with the FAT system used in conventional
personal computers. In addition to the file system,
according to the embodiment of the present invention, a
management file is used. The management file will be
described later. The management file as the first file
management information is used to manage audio data
10 files. On the other hand, the FAT as the second file
management information is used to manage all files
including audio data files and management files stored
in the flash memory of the memory card 40. The
management file is stored in the memory card 40. The
15 FAT is written to the flash memory along with the route
directory and so forth before the memory card 40 is
shipped. The details of the FAT will be described
later.

[0031]

20 According to the embodiment of the present
invention, to protect the copyright of data, audio data
that has been compressed corresponding to the ATRAC3
format is encrypted. On the other hand, since it is
not necessary to protect the copyright of the
25 management file, it is not encrypted. There are two
types of memory cards that are an encryption type and a
non-encryption type. However, a memory card for use

with the recorder/player that records copyright protected data is limited to the encryption type. Voice data and image data that are recorded by users are recorded on non-encryption type memory cards.

5 [0032]

Fig. 3 is a block diagram showing the internal structure of the memory card 40. The memory card 40 comprises a control block 41 and a flash memory 42 that are structured as a one-chip IC. A
10 bidirectional serial interface is disposed between the DSP 30 of the recorder/player and the memory card 40. The bidirectional serial interface is composed of ten lines that are a clock line SCK for transmitting a clock signal that is transmitted along with data, a
15 status line SBS for transmitting a signal that represents a status, a data line DIO for transmitting data, an interrupt line INT, two GND lines, two INT lines, and two reserved lines.

[0033]

20 The clock line SCK is used for transmitting a clock signal in synchronization with data. The status line SBS is used for transmitting a signal that represents the status of the memory card 40. The data line DIO is used for inputting and outputting a command
25 and encrypted audio data. The interrupt line INT is used for transmitting an interrupt signal that causes the memory card 40 to interrupt the DSP 30 of the

recorder/player. When the memory card 40 is attached to the recorder/player, the memory card 40 generates the interrupt signal. However, according to the embodiment of the present invention, since the interrupt signal is transmitted through the data line DIO, the interrupt line INT is grounded.

[0034]

A serial/parallel converting, parallel/serial converting, and interface block (S/P, P/S, I/F block) 43 is an interface disposed between the DSP 30 of the recorder/player and the control block 41 of the memory card 40. The S/P, P/S, and IF block 43 converts serial data received from the DSP 30 of the recorder/player into parallel data and supplies the parallel data to the control block 41. In addition, the S/P, P/S, and IF block 43 converts parallel data received from the control block 41 into serial data and supplies the serial data to the DSP 30. When the S/P, P/S, and IF block 43 receives a command and data through the data line DIO, the S/P, P/S, and IF block 43 separates them into these that are normally accessed to the flash memory 42 and those that are encrypted.

[0035]

In the format of which data is transmitted through the data line DIO, after a command is transmitted, data is transmitted. The S/P, P/S, and IF block 43 detects the code of a command and determines

whether the command and data are those that are normally accessed or those that are encoded.

Corresponding to the determined result, the S/P, P/S, and IF block 43 stores a command that is normally

5 accessed to a command register 44 and stores data that is normally accessed to a page buffer 45 and a write register 46. In association with the write register 46, the memory card 40 has an error correction code encoding circuit 47. The error correction code

10 encoding circuit 47 generates a redundant code that is an error correction code for data temporarily stored in the page buffer 45.

[0036]

Output data of the command register 44, the
15 page buffer 45, the write register 46, and the error correction code encoding circuit 47 is supplied to a flash memory interface and sequencer (hereinafter, referred to as memory I/F and sequencer) 51. The
memory IF and sequencer 51 is an interface disposed
20 between the control block 41 and the flash memory 42 and controls data exchanged therebetween. Data is written to the flash memory through the memory IF and sequencer 51.

[0037]

25 Audio data that has been compressed corresponding to the ATRAC3 format and written to the flash memory (hereinafter, this audio data is referred

to as ATRAC3 data) is encrypted by the security IC 20 of the recorder/player and the security block 52 of the memory card 40 so as to protect the copyright of the ATRAC3 data. The security block 52 comprises a buffer memory 53, a DES encrypting circuit 54, and a non-volatile memory 55.

[0038]

The security block 52 of the memory card 40 has a plurality of authentication keys and a unique storage key for each memory card. The non-volatile memory 55 stores a key necessary for encrypting data. The key stored in the non-volatile memory 55 cannot be analyzed. According to the embodiment, for example, a storage key is stored in the non-volatile memory 55. The security block 52 also has a random number generating circuit. The security block 52 authenticates an applicable recorder/player and shares a session key therewith. In addition, the security block 52 re-encrypts contents with the storage key through the DSE encrypting circuit 54.

[0039]

For example, when the memory card 40 is attached to the recorder/player, they are mutually authenticated. The security IC 20 of the recorder/player and the security block 52 of the memory card 40 mutually authenticate. When the recorder/player has authenticated the attached memory

card 40 as an applicable memory card and the memory card 40 has authenticated the recorder/player as an applicable recorder/player, they are mutually authenticated. After the mutual authenticating process has been successfully performed, the recorder/player and the memory card 40 generate respective session keys and share them with each other. Whenever the recorder/player and the memory card 40 authenticate each other, they generate respective session keys.

10 [0040]

When contents are written to the memory card 40, the recorder/player encrypts a contents key with a session key and supplies the encrypted data to the memory card 40. The memory card 40 decrypts the contents key with the session key, re-encrypts the contents key with a storage key, and supplies the contents key to the recorder/player. The storage key is a unique key for each memory card 40. When the recorder/player receives the encrypted contents key, the recorder/player performs a formatting process for the encrypted contents key, and writes the encrypted contents key and the encrypted contents to the memory card 40.

[0041]

In the above section, the writing process for the memory card 40 was described. In the following, the reading process for the memory card 40 will be

described. Data that is read from the flash memory 42 is supplied to the page buffer 45, the read register 48, and the error correction circuit 49 through the memory IF and the sequencer 51. The error correcting circuit 49 corrects an error of the data stored in the page buffer 45. Output data of the page buffer 45 that has been error-corrected and the output data of the read register 48 are supplied to the S/P, P/S, and IF block 43. The output data of the S/P, P/S, and IF block 43 is supplied to the DSP 30 of the recorder/player through the above-described serial interface.

[0042]

When data is read from the memory card 40, the contents key encrypted with the storage key and the contents encrypted with the block key are read from the flash memory 42. The security block 52 decrypts the contents key with the storage key. The security block 52 re-encrypts the decrypted content key with the session key and transmits the re-encrypted contents key to the recorder/player. The recorder/player decrypts the contents key with the received session key and generates a block key with the decrypted contents key. The recorder/player successively decrypts the encrypted ATRAC3 data.

[0043]

A config. ROM 50 is a memory that stores

partition information, various types of attribute information, and so forth of the memory card 40. The memory card 40 also has an erase protection switch 60. When the switch 60 is in the erase protection position, even if a command that causes the memory card 40 to erase data stored in the flash memory 42 is supplied from the recorder/player side to the memory card 40, the memory card 40 is prohibited from erasing the data stored in the flash memory 42. An OSC cont. 61 is an oscillator that generates a clock signal that is the reference of the timing of the process of the memory card 40.

[0044]

Fig. 4 is a schematic diagram showing the hierarchy of the processes of the file system of the computer system that uses a memory card as a storage medium. On the hierarchy, the top hierarchical level is an application process layer. The application process layer is followed by a file management process layer, a logical address management layer, a physical address management layer, and a flash memory access layer. In the above-mentioned hierarchical structure, the file management process layer is the FAT file system. Physical addresses are assigned to individual blocks of the flash memory. The relation between the blocks of the flash memory and the physical addresses thereof does not vary. Logical addresses are addresses

that are logically handled on the file management process layer.

[0045]

Fig. 5 is a schematic diagram showing the physical structure of data handled in the flash memory 42 of the memory card 40. In the memory 42, a data unit (referred to as segment) is divided into a predetermined number of blocks (fixed length). One block is divided into a predetermined number of pages (fixed length). In the flash memory, data is erased as each block at a time. Data is written to the flash memory 42 or read therefrom as a page at a time. The size of each block is the same. Likewise, the size of each page is the same. One block is composed of page 0 to page m. For example, one block has a storage capacity of for example 8 KB (kilobytes) or 16 KB. One page has a storage capacity of 512 B (bytes). When one block has a storage capacity of 8 KB, the total storage capacity of the flash memory 42 is 4 MB (512 blocks) or 8 MB (1024 blocks). When one block has a storage capacity of 16 KB, the total storage capacity of the flash memory 42 is 16 MB (1024 blocks), 32 MB (2048 blocks), or 64 MB (4096 blocks).

[0046]

One page is composed of a data portion of 512 bytes and a redundant portion of 16 bytes. The first three bytes of the redundant portion is an overwrite

portion that is rewritten whenever data is updated.

The first three bytes successively contain a block status area, a page status area, and an update status area. The remaining 13 bytes of the redundant portion are fixed data that depends on the contents of the data portion. The 13 bytes contain a management flag area (1 byte), a logical address area (2 bytes), a format reserve area (5 bytes), a dispersion information ECC area (2 bytes), and a data ECC area (3 bytes). The dispersion information ECC area contains redundant data for an error correction process against the management flag area, the logical address area, and the format reserve area. The data ECC area contains redundant data for an error correction process against 512-byte data.

[0047]

The management flag area contains a system flag (1: user block, 0: boot block), a conversion table flag (1: invalid, 0: table block), a copy prohibition flag (1: OK, 0: NG), and an access permission flag (1: free, 0: read protect).

[0048]

The first two blocks - blocks 0 and 1 are boot blocks. The block 1 is a backup of the block 0. The boot blocks are top blocks that are valid in the memory card. When the memory card is attached to the recorder/player, the boot blocks are accessed at first.

The remaining blocks are user blocks. Page 0 of the boot block contains a header area, a system entry area, and a boot and attribute information area. Page 1 of the boot block contains a prohibited block data area. Page 2 of the boot block contains a CIS (Card Information Structure)/IDI (identify Drive Information) area.

[0049]

The header area of the boot block contains a boot block ID and the number of effective entries. The system entries are the start position of prohibited block data, the data size thereof, the data type thereof, the data start position of the CIS/IDI area, the data size thereof, and the data type thereof. The boot and attribute information contains the memory card type (read only type, rewritable type, or hybrid type), the block size, the number of blocks, the number of total blocks, the security/non-security type, the card fabrication data (date of fabrication), and so forth.

[0050]

Since the flash memory has a restriction for the number of rewrite times due to the deterioration of the insulation film, it is necessary to prevent the same storage area (block) from being concentratedly accessed. Thus, when data at a particular logical address stored at a particular physical address is rewritten, updated data of a particular block is

written to a non-used block rather than the original block. Thus, after data is updated, the relation between the logical address and the physical address changes. This process is referred to as swap process.

5 Consequently, the same block is prevented from being concentratedly accessed. Thus, the service life of the flash memory can be prolonged.

[0051]

10 The logical address associates with data written to the block. Even if the block of the original data is different from the block of updated data, the address on the FAT does not change. Thus, the same data can be properly accessed. However, since the swap process is performed, a conversion table that
15 correlates logical addresses and physical addresses is required (this table is referred to as logical-physical address conversion table). With reference to the logical-physical address conversion table, a physical address corresponding to a logical address designated
20 on the FAT is obtained. Thus, a block designated with a physical address can be accessed.

[0052]

25 The DSP 30 stores the logical-physical address conversion table in the SRAM. When the storage capacity of the RAM is small, the logical-physical address conversion table can be stored to the flash memory. The logical-physical address conversion table

correlates logical addresses (2 bytes) sorted in the ascending order with physical addresses (2 bytes).

Since the maximum storage capacity of the flash memory is 128 MB (8192 blocks), 8192 addresses can be assigned

5 with two bytes. The logical-physical address

conversion table is managed for each segment. Thus,

the size of the logical-physical address conversion table is proportional to the storage capacity of the

flash memory. When the storage capacity of the flash

10 memory is 8 MB (two segments), two pages are used as the logical-physical address conversion table for each

of the segments. When the conversion table is stored in the flash memory, a predetermined one bit of the

management flag area in the redundant portion in each page represents whether or not the current block is a

15 block containing the logical-physical address

conversion table.

[0053]

The above-described memory card can be used with the FAT file system of a personal computer system

20 as with the disc shaped record medium. The flash

memory has an IPL area, a FAT area, and a route directory area (not shown in Fig. 5). The IPL area

contains the address of a program to be initially

25 loaded to the memory of the recorder/player. In

addition, the IPL area contains various types of memory information. The FAT area contains information with

respect to blocks (clusters). The FAT has defined unused blocks, next block number, defective blocks, and last block number. The route directory area contains directory entries that are a file attribute, an update date [day, month, year], file size, and so forth.

[0054]

According to the embodiment of the present invention, in addition to the file management system defined in the format of the memory card 40, the management file is used for managing tracks and parts of music files. The management file is recorded to a user block of the flash memory 42 of the memory card 40. Thus, as will be described later, even if the FAT of the memory card 40 is destroyed, a file can be recovered.

[0055]

The management file is generated by the DSP 30. When the power of the recorder/player is turned on, the DSP 30 determines whether or not the memory card 40 has been attached to the recorder/player. When the memory card has been attached, the DSP 30 authenticates the memory card 40. When the DSP 30 has successfully authenticated the memory card 40, the DSP 30 reads the boot block of the flash memory 42. Thus, the DSP 30 reads the physical-logical address conversion table and stores the read data to the SRAM. The FAT and the route directory have been written to

the flash memory of the memory card 40 before the memory card 40 is shipped. When data is recorded to the memory card 40, the management file is generated.

[0056]

5 In other words, a record command issued by the remote controller of the user or the like is supplied to the DSP 30 from the external controller through the bus and the bus interface 32. The encoder/decoder IC 10 compresses the received audio data and supplies the resultant ATRAC3 data to the security IC 20. The security IC 20 encrypts the ATRAC3 data. The encrypted ATRAC3 data is recorded to the flash memory 42 of the memory card 40. Thereafter, the FAT and the management file are updated. Whenever a file is updated (in reality, whenever the recording process of audio data is completed), the FAT and the management file stored in the SRAMs 31 and 36 are rewritten. When the memory card 40 is detached or the power of the recorder/player is turned off, the FAT and the management file that are finally supplied from the SRAMs 31 and 36 are recorded to the flash memory 42. Alternatively, whenever the recording process of audio data is completed, the FAT and the management file written in the flash memory 42 may be rewritten. When audio data is edited, the contents of the management file are updated.

[0057]

In the data structure according to the embodiment, additional information is contained in the management file. The additional information is updated and recorded to the flash memory 42. In another data structure of the management file, an additional information management file is generated besides the track management file. The additional information is supplied from the external controller to the DSP 30 through the bus and the bus interface 32. The additional information is recorded to the flash memory 42 of the memory card 40. Since the additional information is not supplied to the security IC 20, it is not encrypted. When the memory card 40 is detached from the recorder/player or the power thereof is turned off, the additional information is written from the SRAM of the DSP 30 to the flash memory 42.

[0058]

Fig. 6 is a schematic diagram showing the file structure of the memory card 40. As the file structure, there are a still picture directory, a moving picture directory, a voice directory, a control directory, and a music (HIFI) directory. According to the embodiment, music programs are recorded and reproduced. Next, the music directory will be described. The music directory has two types of files. The first type is a reproduction management file BLIST.MSF (hereinafter, referred to as PBLIST). The

other type is an ATRAC3 data file A3Dnnnn.MSA that stores encrypted music data. The music directory can store up to 400 ATRAC3 data files (namely, 400 music programs). ATRAC3 data files are registered to the reproduction management file and generated by the recorder/player.

[0059]

Fig. 7 is a schematic diagram showing the structure of the reproduction management file. Fig. 8 is a schematic diagram showing the file structure of one ATRAC3 data file. The reproduction management file is a fixed-length file of 16 KB. An ATRAC3 data file is composed of an attribute header and an encrypted music data area for each music program. The attribute data has a fixed length of 16 KB. The structure of the attribute header is similar to that of the reproduction management file.

[0060]

The reproduction management file shown in Fig. 7 is composed of a header, a memory card name NM1S (for one byte code), a memory card name NM2-S (for two byte code), a program reproduction sequence table TRKTBL, and memory card additional information INF-S. The attribute header (shown in Fig. 8) at the beginning of the data file is composed of a header, a program name NM1 (for one byte code), a program name NM2 (for two byte code), track information TRKINF (such as track

key information), part information PRTINF, and track additional information INF. The header contains information of the number of total parts, the attribute of the name, the size of the additional information, and so forth.

[0061]

The attribute data is followed by ATRAC3 music data. The music data is block-segmented every 16 KB. Each block starts with a header. The header contains an initial value for decrypting encrypted data. Only music data of an ATRAC3 data file is encrypted. Thus, other data such as the reproduction management file, the header, and so forth are not encrypted.

[0062]

Next, with reference to Fig. 9, the relation between music programs and ATRAC3 data files will be described. One track is equivalent to one music program. In addition, one music program is composed of one ATRAC3 data (see Fig. 8). The ATRAC3 data file is audio data that has been compressed corresponding to the ATRAC3 format. The ATRAC3 data file is recorded as a cluster at a time to the memory card 40. One cluster has a capacity of 16 KB. A plurality of files are not contained in one cluster. The minimum data erase unit of the flash memory 42 is one block. In the case of the memory card 40 for music data, a block is a synonym

of a cluster. In addition, one cluster is equivalent to one sector.

[0063]

One music program is basically composed of one part. However, when a music program is edited, one music program may be composed of a plurality of parts. A part is a unit of data that is successively recorded. Normally, one track is composed of one part. The connection of parts of a music program is managed with part information PRTINF in the attribute header of each music program. In other words, the part size is represented with part size PRTSIZE (4 bytes) of the part information PRTINF. The first two bytes of the part size PRTSIZE represents the number of total clusters of the current part. The next two bytes represent the positions of the start sound unit (SU) and the end sound unit (SU) of the beginning and last clusters, respectively. Hereinafter, a sound unit is abbreviated as SU. With such a part notation, when music data is edited, the movement of the music data can be suppressed. When music data is edited for each block, although the movement thereof can be suppressed, the edit unit of a block is much larger than the edit unit of a SU.

[0064]

SU is the minimum unit of a part. In addition, SU is the minimum data unit in the case that

audio data is compressed corresponding to the ATRAC3 format. 1 SU is audio data of which data of 1024 samples at 44.1 kHz (1024 x 16 bits x 2 channels) is compressed to data that is around 10 times smaller than that of original data. The duration of 1 SU is around 23 msec. Normally, one part is composed of several thousand SU. When one cluster is composed of 42 SU, one cluster allows a sound of one second to be generated. The number of parts composing one track depends on the size of the additional information. Since the number of parts is obtained by subtracting the header, the program name, the additional data, and so forth from one block, when there is no additional information, the maximum number of parts (645 parts) can be used.

[0065]

Fig. 9 is a schematic diagram showing the file structure in the case that two music programs of a CD or the like are successively recorded. The first program (file 1) is composed of for example five clusters. Since one cluster cannot contain two files of the first program and the second program, the file 2 starts from the beginning of the next cluster. Thus, the end of the part 1 corresponding to the file 1 is in the middle of one cluster and the remaining area of the cluster contains no data. Likewise, the second music program (file 2) is composed of one part. In the case

of the file 1, the part size is 5. The first cluster starts at 0-th SU. The last cluster ends at 4-th SU.

[0066]

There are four types of edit processes that are a divide process, a combine process, an erase process, and a move process. The divide process is performed to divide one track into two portions. When the divide process is performed, the number of total tracks increases by one. In the divide process, one file is divided into two files on the file system. Thus, in this case, the reproduction management file and the FAT are updated. The combine process is performed to combine two tracks into one track. When the combine process is performed, the number of total tracks decreases by one. In the combine process, two files are combined into one file on the file system. Thus, when the combine process is performed, the reproduction management file and the FAT are updated. The erase process is performed to erase a track. The track numbers after the track that has been erased decrease one by one. The move process is performed to change the track sequence. Thus, when the erase process or the move process is performed, the reproduction management file and the FAT are updated.

[0067]

Fig. 9 is a schematic diagram showing the combined result of two programs (file 1 and file 2)

shown in Fig. 10. As a result of the combine process, the combined file is composed of two parts. Fig. 11 is a schematic diagram showing the divided result of which one program (file 1) is divided in the middle of the cluster 2. By the divide process, the file 1 is composed of clusters 0, 1, and the beginning portion of cluster 2. The file 2 is composed of the end portion of cluster 2 and clusters 3 and 4.

[0068]

As described above, according to the embodiment of the present invention, since the part notation is defined, as the combined result (see Fig. 10), the start position of the part 1, the end position of the part 1, and the end portion of the part 2 can be defined with SU. Thus, to pack the space due to the combined result, it is not necessary to move the music data of the part 2. In addition, as the divided result (see Fig. 11), it is not necessary to move data and pack the space at the beginning of the file 2.

[0069]

Fig. 12 is a schematic diagram showing the detailed data structure of the reproduction management file PBLIST. Figs. 13A and 13B show a header portion and the remaining portion of the reproduction management file PBLIST. The size of the reproduction management file is one cluster (one block = 16 KB). The size of the header shown in Fig. 13A is 32 bytes.

The rest of the reproduction management file PBLIST shown in Fig. 13B contains a name NM1-S area (256 bytes) (for the memory card), a name NM2-S area (512 bytes), a contents key area, a MAC area, an S-YMDhms area, a reproduction sequence management table TRKTBL area (800 bytes), a memory card additional information INF-S area (14720 bytes), and a header information redundant area. The start positions of these areas are defined in the reproduction management file.

10 [0070]

The first 32 bytes of (0x0000) to (0x0010) shown in Fig. 13A are used for the header. In the file, 16-byte areas are referred to as slots.

Referring to Fig. 13A, the header are placed in the first and second slots. The header contains the following areas. An area denoted by "Reserved" is an undefined area. Normally, in a reserved area, a null (0x00) is written. However, even if any data is written to a reserved area, the data written in the reserved is ignored. In a future version, some reserved areas may be used. In addition, data is prohibited from being written to a reserved area. When an option area is not used, it is treated as a reserved area.

25 [0071]

BLKID-TL0 (4 bytes)

Meaning: BLOCKID FILE ID

Function: Identifies the top of the reproduction management file.

Value: Fixed value = "TL = 0" (for example, 0x544C2D30)

5 MCode (2 bytes)

Meaning: MAKER CODE

Function: Identifies the maker and model of the recorder/player

10 Value: High-order 10 bits (Maker code); low-order 6 bits (model code).

REVISION (4 bytes)

Meaning: Number of rewrite times of PBLIST

Function: Increments whenever the reproduction management file is rewritten.

15 Value: Starts at 0 and increments by 1.

S-YMDhms (4 bytes) (Option)

Meaning: Year, month, day, hour, minute, and second recorded by the recorder/player with a reliable clock.

20 Function: Identifies the last recorded date and time.

Value: bits 25 to 31: Year 0 to 99 (1980 to 2079)

bits 21 to 24: Month 0 to 12

25 bits 16 to 20: Day 0 to 31

bits 11 to 15: Hour 0 to 23

bits 05 to 10: Minute 0 to 59

bits 00 to 04: Second 0 to 29 (two bit interval)

[0072]

SN1C+L (2 bytes)

5 Meaning: Attribute of name (one byte code) of memory card written in NM1-S area.

Function: Represents the character code and the language code as one byte code.

10 Value: Character code (C): High-order one byte

00: Non-character code, binary number

01: ASCII (American Standard Code for Information Interchange)

02: ASCII+KANA

15 03: Modified 8859-1

81: MS-JIS

82: KS C 5601-1989

83: GB (Great Britain) 2312-80

20 90: S-JIS (Japanese Industrial Standards) (for Voice)

[0073]

Language code (L): Low-order one byte

Identifies the language based on EBU

Tech 3258

25 standard.

00: Not set

08: German

09: English
0A: Spanish
0F: French
15: Italian
1D: Dutch
65: Korean
69: Japanese
75: Chinese

When data is not recorded, this area is

10 all 0.

[0074]

SN2C+L (2 bytes)

Meaning: Attribute of name of memory card in
NM2-S area.

15 Function: Represents the character code and
the language coded as one byte code.

Value: Same as SN1C+L

SINFSIZE (2 bytes)

20 Meaning: Total size of additional
information of memory card in INF-S area.

Function: Represents the data size as an
increment of 16 bytes. When data is not recorded, this
area is all 0.

Value: Size: 0x0001 to 0x39C (924)

25 T-TRK (2 bytes)

Meaning: TOTAL TRACK NUMBER

Function: Represents the number of total

tracks.

Value: 1 to 0x0190 (Max. 400 tracks)

When data is recorded, this area is all 0.

5 VerNo (2 bytes)

Meaning: Format version number

Function: Represents the major version number (high order one byte) and the minor version number (low order one byte).

10 Value: 0x0100 (Ver 1.0)

0x0203 (Ver 2.3)

[0075]

Next, areas (see Fig. 13B) that preceded by the header will be described.

15 [0076]

NM1-S

Meaning: Name of memory card (as one byte code)

Function: Represents the name of the memory card as one byte code (max. 256). At the end of this area, an end code (0x00) is written. The size is calculated from the end code. When data is not recorded, null (0x00) is recorded from the beginning (0x0020) of this area for at least one byte.

25 Value: Various character code

NM2-S

Meaning: Name of memory card (as two byte

code)

Function: Represents the name of the memory card as two byte code (max. 512). At the end of this area, an end code (0x00) is written. The size is calculated from the end code. When data is not recorded, null (0x00) is recorded from the beginning (0x0120) of this area for at least two bytes.

Value: Various character code

[0077]

10

CONTENTS KEY

Meaning: Value for music program. Protected with MG(M) and stored. Same as CONTENTS KEY.

Function: Used as a key necessary for calculating MAC of S-YMDhms.

15

Value: 0 to 0xFFFFFFFFFFFFFFFF

MAC

Meaning: Forged copyright information check value

20

Function: Represents the value generated with S-YMDhms and CONTENTS KEY.

Value: 0 to 0xFFFFFFFFFFFFFFFF

[0078]

TRK-nnn

Meaning: SQN (sequence) number of ATRAC3 data file reproduced.

25

Function: Represents FNo of TRKINF.

Value: 1 to 400 (0x190)

When there is no track, this area is all 0.

INF-S

5 Meaning: Additional information of memory card (for example, information with respect to photos, songs, guides, etc.)

10 Function: Represents variable length additional information with a header. A plurality of types of additional information may be used. Each of the types of additional information has an ID and a data size. Each additional information area including a header is composed of at least 16 bytes and a multiple of 4 bytes. For details, see the following section.

15 Value: Refer to the section of "Data Structure of Additional Information".

S-YMDhms (4 bytes) (Option)

20 Meaning: Year, month, day, hour, minute, and second recorded by the recorder/player with a reliable clock.

Function: Identifies the last recorded date and time. In this case of EMD, this area is mandatory.

Value: bits 25 to 31: Year 0 to 99 (1980 to 2079)

25 bits 21 to 24: Month 0 to 12

bits 16 to 24: Day 0 to 31

bits 11 to 15: Hour 0 to 23

bits 05 to 10: Minute 0 to 59

bits 00 to 04: Second 0 to 29 (two
second interval)

[0079]

5 As the last slot of the reproduction
management file, the same BLKID-TL0, MCode, and
REVISION as those in the header are written.

[0080]

10 While data is being recorded to a memory
card, it may be mistakenly or accidentally detached or
the power of the recorder/player may be turned off.
When such an improper operation is performed, a defect
should be detected. As described above, the REVISION
area is placed at the beginning and end of each block.
15 Whenever data is rewritten, the value of the REVISION
area is incremented. If a defect termination takes
place in the middle of a block, the value of the
REVISION area at the beginning of the block does not
match the value of the REVISION area at the end of the
20 block. Thus, such a defect termination can be
detected. Since there are two REVISION areas, the
abnormal termination can be detected with a high
probability. When an abnormal termination is detected,
an alarm such as an error message is generated.

25 [0081]

In addition, since the fixed value BLKID-TL0
is written at the beginning of one block (16 KB), when

the FAT is destroyed, the fixed value is used as a reference for recovering data. In other words, with reference to the fixed value, the type of the file can be determined. Since the fixed value BLKID-TL0 is redundantly written at the header and the end portion of each block, the reliability can be secured. Alternatively, the same reproduction management file can be redundantly recorded.

[0082]

The data amount of an ATRAC3 data file is much larger than that of the track information management file. In addition, as will be described later, a block number BLOCK SERIAL is added to ATRAC3 data file. However, since a plurality of ATRAC3 files are recorded to the memory card, to prevent them from become redundant, both CONNUM0 and BLOCK SERIAL are used. Otherwise, when the FAT is destroyed, it will be difficult to recover the file. In other words, one ATRAC3 data file may be composed of a plurality of blocks that are dispersed. To identify blocks of the same file, CONNUM0 is used. In addition, to identify the order of blocks in the ATRAC3 data file, BLOCK SERIAL is used.

[0083]

Likewise, the maker code (MCode) is redundantly recorded at the beginning and the end of each block so as to identify the maker and the model in

such a case that a file has been improperly recorded in the state that the FAT has not been destroyed.

[0084]

Fig. 13C is a schematic diagram showing the structure of the additional information data. The additional information is composed of the following header and variable length data. The header has the following areas.

[0085]

10

INF

Meaning: FIELD ID

Function: Represents the beginning of the additional information (fixed value).

Value: 0x69

15

ID

Meaning: Additional information key code

Function: Represents the category of the additional information.

Value: 0 to 0xFF

20

SIZE

Meaning: Size of individual additional information

Function: Represents the size of each type of additional information. Although the data size is not limited, it should be at least 16 bytes and a multiple of 4 bytes. The rest of the data should be filled with null (0x00).

Value: 16 to 14784 (0x39C0)

MCode

Meaning: MAKER CODE

5 Function: Identifies the maker and model of
the recorder/player.

Value: High-order 10 bits (maker code), low-
order 10 bits (machine code).

C+L

10 Meaning: Attribute of characters in data
area starting from byte 12.

Function: Represents the character code and
the language code as one byte code.

Value: Same as SNC+L

DATA

15 Meaning: Individual additional information

Function: Represents each type of additional
information with variable length data. Real data
always starts from byte 12. The length (size) of the
real data should be at least 4 bytes and a multiple of
20 4 bytes. The rest of the data area should be filled
with null (0x00).

Value: Individually defined corresponding to
the contents of each type of additional information.

[0086]

25 Fig. 14 is a table that correlates key code
values (0 to 63 of additional information and types
thereof. Key code values (0 to 31) are assigned to

music character information. Key code values (32 to 63) are assigned to URLs (Uniform Resource Locator) (web information). The music character information and URL information contain character information of the album title, the artist name, the CM, and so forth as additional information.

[0087]

Fig. 15 is a table that correlates key code values (64 to 127) of additional information and types thereof. Key code values (64 to 95) are assigned to paths/others. Key code values (96 to 127) are assigned to control/numeric data. For example, ID = 98 represents TOC-ID as additional information. TOC-ID represents the first music program number, the last music program number, the current program number, the total performance duration, and the current music program duration corresponding to the TOC information of a CD (Compact Disc).

[0088]

Fig. 16 is a table that correlates key code values (128 to 159) of additional information and types thereof. Key code values (128 to 159) are assigned to synchronous reproduction information. In Fig. 16, EMD stands for electronic music distribution.

[0089]

Next, with reference to Fig. 17, real examples of additional information will be described.

As with Fig. 13C, Fig. 17A shows the data structure of the additional information. In Fig. 17B, key code ID = 3 (artist name as additional information). SIZE = 0x1C (28 bytes) representing that the data length of additional information including the header is 28 bytes; C+L representing that character code C = 0x01 (ASCII) and language code L = 0x09 (English). Variable length data after byte 12 represents one byte data "SIMON & GRAFUNKEL" as artist name. Since the data length of the additional information should be a multiple of 4 bytes, the rest is filled with (0x00).

[0090]

In Fig. 17C, key code ID = 97 representing that ISRC (International Standard Recording Code: Copyright code) as additional information. SIZE = 0x14 (20 bytes) representing that the data length of the additional information is 20 bytes. C = 0x00 and L = 0x00 representing that characters and language have not been set. Thus, the data is binary code. The variable length data is eight-byte ISRC code representing copyright information (nation, copyright owner, recorded year, and serial number).

[0091]

In Fig. 17D, key code ID = 97 representing recorded date and time as additional information. SIZE = 0 x 10 (16 bytes) representing that the data length of the additional information is 16 bytes. C = 0x00

and L = representing that characters and language have not been set. The variable length data is four-byte code (32 bit) representing the recorded date and time (year, month, day, hour, minute, second).

5 [0092]

In Fig. 17E, key code ID = 107 representing a reproduction log as additional information. SIZE = 0x10 (16 bytes) representing that the data length of the additional information is 16 bytes. C = 0x00 and L = 0x00 representing that characters and language have not been set. The variable length data is a four-byte code representing a reproduction log (year, month, day, hour, minute, second). When the recorder/player has a reproduction log function, it records data of 16 bytes whenever it reproduces music data.

10

15

[0093]

Fig. 18 is a schematic diagram showing a data arrangement of ATRAC3 data file A3Dnnnn in the case that 1 SU is N bytes (for example, N = 384 bytes). Fig. 18 shows an attribute header (1 block) of a data file and a music data file (1 block). Fig. 17 shows the first byte (0x0000 to 0x7FF0) of each slot of the two blocks (16 x 2 = 32 kbytes). As shown in Fig. 19, the first 32 bytes of the attribute header are used as a header; 256 bytes are used as a music program area NM1 (256 bytes); and 512 bytes are used as a music program title area NM2 (512 bytes). The header of the

20

25

attribute header contains the following areas.

[0094]

BLKID-HD0 (4 bytes)

Meaning: BLOCKID FIELD ID

5 Function: Identifies the top of an ATRA3
data file.

Value: Fixed value = "HD = 0" (For example,
0x48442D30)

MCode (2 bytes)

10 Meaning: MAKER CODE

Function: Identifies the maker and model of
the recorder/player

Value: High-order 10 bits (maker code); low-
order 6 bits (machine code)

15 BLOCK SERIAL (4 bytes)

Meaning: Track serial number

Function: Starts from 0 and increments by
1. Even if a music program is edited, this value does
not vary.

20 Value: 0 to 0xFFFFFFFF.

[0095]

N1C+L (2 bytes)

Meaning: Represents the attribute of data
(NM1) of a track (music program title).

25 Function: Represent the character code and
language code of NM1 as one byte code.

Value: Same as SN1C+L

N2C+L (2 bytes)

Meaning: Represents the attribute of data (NM2) of a track (music program title).

5 Function: Represent the character code and language code of NM1 as one byte code.

Value: Same as SN1C+L

INFSIZE (2 bytes)

Meaning: Total size of additional information of current track.

10 Function: Represents the data size as a multiple of 16 bytes. When data is not recorded, this area should be all 0.

Value: 0x0000 to 0x3C6 (966)

T-PRT (2 bytes)

15 Meaning: Number of total bytes

Function: Represents the number of parts that composes the current track. Normally, the value of T-PRT is 1.

Value: 1 to 285 (645 dec)

20 T-SU (4 bytes)

Meaning: Number of total SU.

Function: Represents the total number of SU in one track that is equivalent to the program performance duration.

25 Value: 0x01 to 0x001FFFFFFF

INX (2 bytes) (Option)

Meaning: Relative position of INDEX

Function: Used as a pointer that represents the top of a representative portion of a music program. The value of INX is designated with a value of which the number of SU is divided by 4 as the current position of the program. This value of INX is equivalent to 4 times larger than the number of SU (around 93 msec).

Value: 0 to 0xFFFF (max, around 6084 sec)
XT (2 bytes) (Option)

Meaning: Reproduction duration of INDEX

Function: Designates the reproduction duration designated by INX-nnn with a value of which the number of SU is divided by 4. The value of INDEX is equivalent to four times larger than the normal SU (around 93 msec).

Value: 0x0000 (no setting); 0x01 to 0xFFFFE (up to 6084 sec); 0xFFFF (up to end of music program)

[0096]

Next, the music program title areas NM1 and NM2 will be described.

[0097]

NM1

Means: Character string of music program title

Function: Represents a music program title as one byte code (up to 256 characters) (variable length). The title area should be completed with an

end code (0x00). The size should be calculated from the end code. When data is not recorded, null (0x00) should be recorded from the beginning (0x0020) of the area for at least one byte.

5 Value: Various character codes

NM2

Means: Character string of music program title

Function: Represents a music program title as two byte code (up to 512 characters) (variable length). The title area should be completed with an end code (0x00). The size should be calculated from the end code. When data is not recorded, null (0x100) should be recorded from the beginning (0x0120) of the area for at least two bytes.

Value: Various character codes

[0098]

Data of 80 bytes starting from the fixed position (0x320) of the attribute header is referred to as track information area TRKINF. This area is mainly used to totally manage the security information and copy control information. Fig. 20 shows a part of TRKINF. The area TRKINF contains the following areas.

[0099]

25 CONTENTS KEY (8 bytes)

Meaning: Value for each music program. The value of CONTENTS KEY is protected in the security

block of the memory card and then stored.

Function: Used as a key for reproducing a music program. It is used to calculate the value of MAC.

5 Value: 0 to 0xFFFFFFFFFFFFFFFF

MAC (8 bytes)

Meaning: Forged copyright information check value
Function: Represents the value generated with a plurality of values of TRKINF including contents cumulation numbers and a secret sequence number.

10

The secret sequence number is a sequence number recorded in the secret area of the memory card. A non-copyright protection type recorder cannot read data from the secret area of the memory card. On the other hand, a copyright protection type recorder and a computer that operates with a program that can read data from a memory card can access the secret area.

15

[0100]

A (1 byte)

20

Meaning: Attribute of part.

Function: Represents the information of such as compression mode of a part.

Value: The details will be described in the following (see Figs. 19 and 20).

25

Next, the value of the area A will be described. In the following description, monaural mode (N = 0 or 1) is defined as a special joint mode of

which bit 7 = 1, sub signal = 0, main signal = (L+R).

A non-copyright protection type player may ignore information of bits 2 and 1.

[0101]

5 Bit 0 of the area A represents information of emphasis on/off state. Bit 1 of the area A represents information of reproduction skip or normal reproduction. Bit 2 of the area A represents information of data type such as audio data, FAX data,
10 or the like. Bit 3 of the area A is undefined. By a combination of bits 4, 5, and 6, mode information of ATRAC3 is defined as shown in Fig. 20. In other words, N is a mode value of 3 bits. For five types of modes that are monaural (N = 0 or 1), LP (N = 2), SP (N = 4),
15 EX (N = 5), and HQ (N = 7), record duration (64 MB memory card only), data transmission rate, and the number of SU per block are listed. The number of bytes of 1 SU depends on each mode. The number of bytes of 1 SU in the monaural mode is 136 bytes. The number of
20 bytes of 1 SU in the LP mode is 192 bytes. The number of bytes of 1 SU in the SP mode is 304 bytes. The number of bytes of 1 SU in the EX mode is 384 bytes. The number of bytes of 1 SU in the HQ mode is 512 bytes. Bit 7 of the area A represents ATRAC3 modes (0:
25 Dual, 1: Joint).

[0102]

For example, an example of which a 64 MB

memory card is used in the SP mode will be described.
A 64-MB memory card has 3968 blocks. In the SP mode,
since 1 SU is 304 bytes, one block has 53 SU. 1 SU is
equivalent to $(1024/44100)$ seconds. Thus, one block is
5 $(1024/44100) \times 53 \times (3968 - 10) = 4863$ seconds = 81
minutes. The transmission rate is $(44100/1024) \times 304 \times$
8 = 104737 bps.

[0103]

LT (one byte)

10 Meaning: Reproduction restriction flag (bits
7 and 6) and security partition (bits 5 to 0).

Function: Represents a restriction of the
current track.

15 Value: bit 7: 0 = no restriction, 1 =
restriction

bit 6: 0 = not expired, 1 = expired

bits 5 to 0: security partition
(reproduction prohibited other than 0)

FNo (2 bytes)

20 Meaning: File number.

Function: Represents the initially recorded
track number that designates the position of the MAC
calculation value recorded in the secret area of the
memory card.

25 Value: 1 to 0x190 (400)

MG(D) SERIAL-nnn (16 bytes)

Meaning: Represents the serial number of the

security block (security IC 20) of the recorder/player.

Function: Unique value for each
recorder/player

Value: 0 to

5 0xFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF

CONNUM (4 bytes)

Meaning: Contents cumulation number

Function: Represents a unique value
cumulated for each music program. The value is managed
10 by the security block of the recorder/player. The
upper limit of the value is 2^{32} that is 4,200,000,000.
Used to identify a recorded program.

[0104]

Value: 0 to 0xFFFFFFFF

15 [0105]

YMDhms-S (4 bytes) (Option)

Meaning: Reproduction start date and time of
track with reproduction restriction

Function: Represents the date and time at
20 which data reproduction is permitted with EMD.

Value: Same as the notation of date and time
of other areas

YMDhms-E (4 bytes) (Option)

Meaning: Reproduction end date and time of
25 track with reproduction restriction

Function: Represents the date and time at
which data reproduction is expired with EMD.

Value: Same as the notation of date and time
of other areas

MT (1 byte) (Option)

Meaning: Maximum value of number of permitted
5 reproduction times

Function: Represents the maximum number of
reproduction times designated by EMD.

Value: 1 to 0xFF. When not used, the value
of the area MT is 00.

10 CT (1 byte) (Option)

Meaning: Number of reproduction times

Function: Represents the number of
reproduction times in the number of permitted
reproduction times. Whenever data is reproduced, the
15 value of the area CT is decremented.

Value: 0x00 to 0xFF. When not used, the
value of the area CT is 0x00. When bit 7 of the area
LT is 1 and the value of the area CT is 00, data is
prohibited from being reproduced.

20 [0106]

CC (1 byte)

Meaning: COPY CONTROL

Function: Controls the copy operation.

Value: bits 6 and 7 represent copy control
25 information. bits 4 and 5 represent copy control
information of a high speed digital copy operation.
bits 2 and 3 represent a security block authentication

level. bits 0 and 1 are undefined.

Example of CC:

(bits 7 and 6)

11: Unlimited copy operation permitted

01: copy prohibited

00: one time copy operation permitted

(bits 3 and 2)

00: analog/digital input recording

MG authentication level is 0.

When digital record operation using data from a CD is performed, (bits 7 and 6): 00 and (bits 3 and 2): 00.

CN (1 byte) (Option)

Meaning: Number of permitted copy times in high speed serial copy management system

Function: Extends the copy permission with the number of copy times, not limited to one time copy permission and copy free permission. Valid only in first copy generation. The value of the area CN is decremented whenever the copy operation is performed.

Value

00: Copy prohibited

01 to 0xFE: Number of times

0xFF: Unlimited copy times

[0107]

The track information area TRKINF is followed by a 24-byte part management information area (PRTINF)

starting from 0x0370. When one track is composed of a plurality of parts, the values of areas PRTINF of the individual parts are successively arranged on the time axis. Fig. 22 shows a part of the area PRTINF. Next, areas in the area PRTINF will be described in the order of the arrangement.

[0108]

PRTSIZE (4 bytes)

Meaning: Part size

Function: Represents the size of a part.

Cluster: 2 bytes (highest position), start SU: 1 byte (upper), end SU: 1 byte (lowest position).

Value: cluster: 1 to 0x1F40 (8000)

start SU: 0 to 0xA0 (160)

end SU: 0 to 0xA0 (16) (Note that SU starts from 0.)

PRTKEY (8 bytes)

Meaning: Part encrypting value

Function: Encrypts a part. Initial value =

0. Note that edit rules should be applied.

Value: 0 to 0xFFFFFFFFFFFFFFFF

CONNUM0 (4 bytes)

Meaning: Initially generated contents cumulation number key

Function: Uniquely designates an ID of contents.

Value: Same value as the value of the

contents cumulation number initial value key

[0109]

As shown in Fig. 18, the attribute header of an ATRAC3 data file contains additional information INF. The additional information is the same as the additional information INF-S (see Figs. 12 and 13B) of the reproduction management file except that the start position is not fixed. The last byte position (a multiple of four bytes) at the end of one or a plurality of parts is followed by data of the additional information INF.

[0110]

INF

Meaning: Additional information with respect to track

Function: Represents variable length additional information with a header. A plurality of different types of additional information may be arranged. Each of additional information areas has an ID and a data size. Each additional information area is composed of at least 16 bytes and a multiple of 4 bytes.

Value: Same as additional information INF-S of reproduction management file

[0111]

The above-described attribute header is followed by data of each block of an ATRAC3 data file.

As shown in Fig. 24, a header is added for each block.
Next, data of each block will be described.

[0112]

BLKID-A3D (4 bytes)

5

Meaning: BLOCKID FILE ID

Function: Identifies the top of ATRAC3 data.

Value: Fixed value = "A3D" (for example,

0x41334420)

MCode (2 bytes)

10

Meaning: MAKER CODE

Function: Identifies the maker and model of
the recorder/player

Value: High-order 10 bits (maker code); low-
order 6 bits (model code)

15

CONNUMO (4 bytes)

Meaning: Cumulated number of initially
created contents

Function: Designates a unique ID for
contents. Even if the contents are edited, the value
of the area CONNUMO is not changed.

20

Value: Same as the contents cumulation
number initial key

BLOCK SERIAL (4 bytes)

Meaning: Serial number assigned to each

25

track

Function: Starts from 0 and increments by 1.
Even if the contents are edited, the value of the area

BLOCK SERIAL is not changed.

Value: 0 to 0xFFFFFFFF

BLOCK-SEED (8 bytes)

Meaning: Key for encrypting one block

5 Function: The beginning of the block is a random number generated by the security block of the recorder/player. The random number is followed by a value incremented by 1. When the value of the area BLOCK-SEED is lost, since sound is not generated for
10 around one second equivalent to one block, the same data is written to the header and the end of the block. Even if the contents are edited, the value of the area BLOCK-SEED is not changed.

Value: Initially 8-bit random number

15 INITIALIZATION VECTOR (8 bytes)

Meaning: Value necessary for
encrypting/decrypting ATRAC3 data

Function: Represents an initial value
necessary for encrypting and decrypting ATRAC3 data for
20 each block. A block starts from 0. The next block starts from the last encrypted 8-bit value at the last SU. When a block is divided, the last eight bytes just before the start SU is used. Even if the contents are edited, the value of the area INITIALIZATION VECTOR is
25 not changed.

Value: 0 to 0xFFFFFFFFFFFFFFFF

SU-nnn

Meaning: Data of sound unit

Function: Represents data compressed from 1024 samples. The number of bytes of output data depends on the compression mode. Even if the contents are edited, the value of the area SU-nnn is not changed. For example, in the SP mode, $N = 384$ bytes.

Value: Data value of ATRAC3

[0113]

In Fig. 18, since $N = 384$, 42 SU are written to one block. The first two slots (4 bytes) of one block are used as a header. In the last slot (two bytes), the areas BLKID-A3D, MCode, CONNUM0, and BLOCK SERIAL are redundantly written. Thus, M bytes of the remaining area of one block is $(16,384 - 384 \times 42 - 16 \times 3 = 208)$ bytes. As described above, the eight-byte area BLOCK SEED is redundantly recorded.

[0114]

Next, a management file according to a second embodiment of the present invention will be described. Fig. 25 shows the file structure according to the second embodiment of the present invention. Referring to Fig. 25, a music directory contains a track information management file TRKLIST.MSF (hereinafter, referred to as TRKLIST), a backup track information management file TRKLISTB.MSF (hereinafter, referred to as TRKLISTB), an additional information file INFLIST.MSF (that contains an artist name, an ISRC

code, a time stamp, a still picture data, and so forth (this file is referred to as INFIST)), an ATRAC3 data file A3Dnnnn.MSF (hereinafter, referred to as A3nnnn).

The file TRKLIST contains two areas NAME1 and NAME2.

5 The area NAME1 is an area that contains the memory card name and the program name (for one byte code corresponding to ASCII/8859-1 character code). The area NAME2 is an area that contains the memory card name and the program name (for two byte code
10 corresponding to MS-JIS/Hankul/Chinese code).

[0115]

Fig. 26 shows the relation between the track information management file TRKLIST, the areas NAME1 and NAME2, and the ATRAC3 data file A3Dnnnn. The file
15 TRKLIST is a fixed-length file of 64 kbytes (= 16 k x 4). An area of 32 kbytes of the file is used for managing tracks. The remaining area of 32 kbytes is used to contain the areas NAME1 and NAME2. Although the areas NAME1 and NAME2 for program names may be
20 provided as a different file as the track information management file, in a system having a small storage capacity, it is convenient to totally manage the track information management file and program name files.

[0116]

25 The track information area TRKINF-nnnn and part information area PRTINF-nnnn of the track information management file TRKLIST are used to manage

the data file A3Dnnnn and the additional information INFLIST. Only the ATRAC3 data file A3Dnnnn is encrypted. In Fig. 26, the data length in the horizontal direction is 16 bytes (0 to F). A hexadecimal number in the vertical direction represents the value at the beginning of the current line.

[0117]

According to the second embodiment, three files that are the track management file TRKLIST (including a program title file), the additional information management file INFLIST, and the data file A3Dnnnn are used. According to the first embodiment (see Figs. 6, 7, and 8), two files that are the reproduction management file PBLIST for managing all the memory card and the data file ATRAC3 for storing programs are used.

[0118]

Next, the data structure according to the second embodiment will be described. For simplicity, in the data structure according to the second embodiment, the description of similar portions to those of the first embodiment is omitted.

[0119]

Fig. 27 shows the detailed structure of the track information management file TRKLIST. In the track information management file TRKLIST, one cluster (block) is composed of 16 kbytes. The size and data of

the file TRKLISTB are the same as those of the backup file TRKLISTB. The first 32 bytes of the track information management file are used as a header. As with the header of the reproduction management file PBLIST, the header of the file TRKLIST contains a BLKID-TL0/TL1 (backup file ID) area (4 bytes), an area T-TRK (2 bytes) for the number of total tracks, a maker code area MCode (2 bytes), an area REVISION (4 bytes) for the number of TRKLIST rewrite times, and an area S-YMDhms (4 bytes) (option) for update date and time data. The meanings and functions of these data areas are the same as those of the first embodiment. In addition, the file TRKLIST contains the following areas.

15 [0120]

 YMDhms (4 bytes)

 Represents the last update date (year, month, day) of the file TRKLIST.

 N1 (1 byte) (Option)

20 Represents the sequential number of the memory card (numerator side). When one memory card is used, the value of the area N1 is 0x01.

 N2 (1 byte) (Option)

25 Represents the sequential number of the memory card (denominator side). When one memory card is used, the value of the area N2 is 0x01.

 MSID (2 bytes) (Option)

Represents the ID of a memory card. When a plurality of memory cards is used, the value of the area MSID of each memory card is the same (T.B.D.). (T.B.D. (to be defined) represents that this value may be defined in future).

S-TRK (2 bytes).

Represents a special track (T.B.D.).
Normally, the value of the area S-TRK is 0x0000.

PASS (2 bytes) (Option)

Represents a password (T.B.D.).

APP (2 bytes) (Option)

Represents the definition of a reproduction application (T.B.D.) (normally, the value of the area APP is 0x0000).

INF-S (2 bytes) (Option)

Represents the additional information pointer of the entire memory card. When there is no additional information, the value of the area INF-S is 0x00.

[0121]

The last 16 bytes of the file TRKLIST are used for an area BLKID-TL0, an area MCode, and an area REVISION that are the same as those of the header. The backup file TRKLISTB contains the above-described header. In this case, the header contains an area BLKID-TL1, an area MCode, and an area REVISION.

[0122]

The header is followed by a track information

area TRKINF for information with respect to each track and a part information area PRTINF for information with respect to each part of tracks (music programs). Fig. 27 shows the areas preceded by the area TRKLIST. The lower portion of the area TRKLISTB shows the detailed structure of these areas. In Fig. 27, a hatched area represents an unused area.

[0123]

The track information area TRKINF-nnn and the part information area PRTINF-nnn contain areas of an ATRAC3 data file. In other words, the track information area TRKINF-nnn and the part information area PRTINF-nnn each contain a reproduction restriction flag area LT (1 byte), a contents key area CONTENTS KEY (8 bytes), a recorder/player security block serial number area MG(D) SERIAL (16 bytes), an area XT (2 bytes) (option) for representing a feature portion of a music program, an area INX (2 bytes) (option), an area YMDhms-S (4 bytes) (option), an area YMDhms-E (4 bytes) (option), an area MT (1 byte) (option), an area CT (1 byte) (option), an area CC (1 byte) (option), an area CN (1 byte) (option) (these areas YMDhms-S, YMDhms-E, MT, CT, CC, and CN are used for reproduction restriction information and copy control information), an area A (1 byte) for part attribute, a part size area PRTSIZE (4 bytes), a part key area PRTKEY (8 bytes), and a contents cumulation number area CONNUM (4 bytes).

The meanings, functions, and values of these areas are the same as those of the first embodiment. In addition, the track information area TRKINF-nnn and the part information area PRTINF-nnn each contain the following areas.

[0124]

T0 (1 byte)

Fixed value (T0 = 0x74)

INF-nnn (Option) (2 bytes)

Represents the additional information pointer (0 to 409) of each track. 00: music program without additional information.

FNM-nnn (4 bytes)

Represents the file number (0x0000 to 0xFFFF) of an ATRK3 data file.

The number nnnn (in ASCII) of the ATRAC3 data file name (A3Dnnnn) is converted into 0xnnnnnn.

APP_CTL (4 bytes) (Option)

Represents an application parameter (T.B.D.) (Normally, the value of the area APP_CTL is 0x0000).

P-nnn (2 bytes)

Represents the number of parts (1 to 2039) that compose a music program. This area corresponds to the above-described area T-PART.

PR (1 byte)

Fixed value (PR = 0x50).

[0125]

Next, the areas NAME1 (for one byte code) and NAME2 (for two byte code) for managing names will be described. Fig. 28 shows the detailed structure of the area NAME1 (for one byte code area). Each of the areas NAME1 and NAME2 (that will be described later) is segmented with eight bytes. Thus, their one slot is composed of eight bytes. At 0x8000 that is the beginning of each of these areas, a header is placed. The header is followed by a pointer and a name. The last slot of the area NAME1 contains the same areas as the header.

[0126]

BLKID-NM1 (4 bytes)

Represents the contents of a block (fixed value) (NM1 = 0x4E4D2D31).

PNM1-nnn (4 bytes) (Option)

Represents the pointer to the area NM1 (for one byte code).

PNM1-S

Represents the pointer to a name representing a memory card.

nnn (= 1 to 408) represents the pointer to a music program title.

The pointer represents the start position (2 bytes) of the block, the character code type (2 bits), and the data size (14 bits).

NM1-nnn (Option)

Represents the memory card name and music program title for one byte code (variable length). An end code (0x00) is written at the end of the area.

[0127]

5 Fig. 29 shows the detailed data structure of the area NAME2 (for two byte code). At 0x8000 that is the beginning of the area, a header is placed. The header is followed by a pointer and a name. The last slot of the area NAME2 contains the same areas as the
10 header.

[0128]

BLKID-NM2 (4 bytes)

Represents the contents of a block (fixed value) (NM2 = 0x4E4D2D32).

15 PNM2-nnn (4 bytes) (Option)

Represents the pointer to the area NM2 (for two byte code).

PNM2-S represents the pointer to the name representing the memory card. nnn (= 1 to 408)
20 represents the pointer to a music program title.

The pointer represents the start position (2 bytes) of the block, the character code type (2 bits), and the data size (14 bits).

NM2-nnn (Option)

25 Represents the memory card name and music program title for two byte code (variable). An end code (0x0000) is written at the end of the area.

[0129]

Fig. 30 shows the data arrangement (for one block) of the ATRAC3 data file A3Dnnnn in the case that 1 SU is composed of N bytes. In this file, one slot is composed of eight bytes. Fig. 30 shows the values of the top portion (0x0000 to 0x3FF8) of each slot. The first four slots of the file are used for a header. As with the data block preceded by the attribute header of the data file (see Fig. 17) of the first example, a header is placed. The header contains an area BLKID-A3D (4 bytes), a maker code area MCode (2 bytes), an area BLOCK SEED (8 bytes) necessary for encrypting process, an area CONNUM0 (4 bytes) for the initial contents cumulation number, a serial number area BLOCK SERIAL (4 bytes) for each track, and an area INITIALIZATION VECTOR (8 bytes) necessary for encrypting/decrypting process. The second last slot of the block redundantly contains an area BLOCK SEED. The last slot contains areas BLKID-A3D and MCode. As with the first embodiment, the header is followed by the sound unit data SU-nnnn.

[0130]

Fig. 31 shows the detailed data structure of the additional information management file INFLIST that contains additional information. In the second embodiment, at the beginning (0x0000) of the file INFLIST, the following header is placed. The header is

followed by the following pointer and areas.

[0131]

BLKID-INF (4 bytes)

5 Represents the contents of the block (fixed value) (INF = 0x494E464F).

T-DAT (2 blocks)

Represents the number of total data areas (0 to 409).

MCode (2 bytes)

10 Represents the maker code of the recorder/player

YMDhms (4 bytes)

Represents the record updated date and time.

INF-nnnn (4 bytes)

15 Represents the pointer to the area DATA of the additional information (variable length, as 2 bytes (slot) at a time). The start position is represented with the high order 16 bits (0000 to FFFF).

DataSlot-0000 (0x0800)

20 Represents the offset value from the beginning (as a slot at a time).

The data size is represented with low order 16 bits (0001 to 7FFF). A disable flag is set at the most significant bit. MSB = 0 (Enable), MSB = 1 (Disable)

25 The data size represents the total data amount of the music program.

(The data starts from the beginning of each slot. (The non-data area of the slot is filled with 00.)

5 The first INF represents a pointer to additional information of the entire album (normally, INF-409).

[0132]

10 Fig. 32 shows the structure of additional information. An 8-byte header is placed at the beginning of one additional information data area. The structure of the additional information is the same as that of the first embodiment (see Fig. 12C). In other words, the additional information contains an area IN (2 bytes) as an ID, an area key code ID (1 byte), an
15 area SIZE (2 bytes) that represents the size of each additional information area, and a maker code area MCode (2 bytes). In addition, the additional information contains an area SID (1 byte) as a sub ID.

[0133]

20 According to the second embodiment of the present invention, in addition to the file system defined as a format of the memory card, the track information management file TRKLIST. or music data is used. Thus, even if the FAT is destroyed, the file can
25 be recovered. Fig. 33 shows a flow of a file recovering process. To recover the file, a computer that operates with a file recovery program and that can

access the memory card and a storing device (hard disk, RAM, or the like) connected to the computer are used. The computer has a function equivalent to the DSP30. Next, a file recovering process using the track management file TRKLIST will be described.

[0134]

All blocks of the flash memory whose FAT has been destroyed are searched for TL-0 as the value (BLKID) at the top position of each block. In addition, all the blocks are searched for NM-1 as the value (BLKID) at the top position of each block. Thereafter, all the blocks are searched for NM-2 as the value (BLKID) at the top position of each block. All the contents of the four blocks (track information management file) are stored to for example a hard disk by the recovery computer.

[0135]

The number of total tracks is obtained from data after the fourth byte of the track information management file. The 20-th byte of the track information area TRKINF-001, the value of the area CONNUM-001 of the first music program, and the value of the next area P-001 are obtained. The number of parts is obtained with the value of the area P-001. The values of the areas PRTSIZE of all parts of the track 1 of the area PRTINF is obtained. The number of total blocks (clusters) n is calculated and obtained.

[0136]

After the track information management file is obtained, the flow advances to step 102. At step 102, a voice data file (ATRAC3 data file) is searched.

5 All blocks of other than the management file is searched from the flash memory. Blocks whose top value (BLKID) is A3D are collected.

[0137]

10 A block of which the value of the area CONNUM0 at the 16-th byte of A3Dnnnn is the same as that of the area CONNUM-001 of the first music program of the track information management file and of which the value of the area BLOCK SERIAL that starts from 20-th byte is 0 is searched. After the first block is
15 obtained, a block (cluster) with the same value of the area CONNUM value as the first block and of which the value of BLOCK SERIAL is incremented by 1 ($1 = 0 + 1$) is searched. After the second block is obtained, a
20 block with the same value of the area CONNUM0 as the second block and of which the value of the area BLOCK SERIAL is incremented by 1 ($2 = 1 + 1$) is searched.

[0138]

By repeating the process, the ATRC3 data file is searched until n blocks (clusters) of the track 1
25 are obtained. When all the blocks (clusters) are obtained, they are successively stored to the hard disk.

[0139]

The same process for the track 1 is performed for the track 2. In other words, a block of which the value of the area CONNUM0 is the same as that of the area CONNUM-002 of the first music program of the track information management file and of which the value of the area BLOCK SERIAL that starts at the 20-th byte is searched. Thereafter, in the same manner as the track 1, the ATRAC3 data file is searched until the last block (cluster) n' is detected. After all blocks (clusters) are obtained, they are successively stored to the hard disk.

[0140]

By repeating the above-described process for all tracks (the number of tracks: m), all the ATRAC3 data is stored to the hard disk controlled by the recovering computer.

[0141]

At step 103, the memory card whose the FAT has been destroyed is re-initialized and then the FAT is reconstructed. A predetermined directory is formed in the memory card. Thereafter, the track information management file and the ATRAC3 data file for m tracks are copied from the hard disk to the memory card. Thus, the recovery process is finished.

[0142]

In the management file and data file,

important parameters (in particular, codes in headers) may be recorded triply rather than doubly. When data is redundantly recorded, the same data may be recorded at any positions as long as they are apart from each other for one page or more.

[0143]

The present invention features in that the user can edit data file (ATRAC3 file) recorded in a memory card. Next, edit processes (for example, combine process and divide process) corresponding to the track management file TRKLIST described with reference to Figs. 25 to 32 will be described in detail. However, the following description can be applied to the track information area TRKINF and the part information area PRTINF of an ATRAC3 data file.

[0144]

In this section, a combine process for combining two tracks A and B composed of one part each will be described by using the flow chart of Fig. 40. At step 201, the part information area PRTINF of the track B on the backward side is moved below the part information area PRTINF of the track A. Thus, in the track information management file TRKLIST, the track information area TRKINF of the track A, the part information area PRTINF of the track A, the part information area PRTINF of the track B, and the track information area TRKINF of the track B are successively

arranged.

[0145]

At step 202, the chain of the FAT of the ATRAC3 data file of the track B is linked on the backward side of the chain of the FAT of the ATRAC3 data file of the track A. At step 203, the track information area TRKINF of the track B is deleted from the track information management file TRKLIST. Thus, in the track information management file TRKLIST, the track information area TRKINF of the track A, the part information area PRTINF of the track A, and the part information area PRTINF of the track B are successively arranged. At step 204, the ATRAC3 data file of the track B is deleted from the directory. At step 205, P-nnn that represents the number of parts that compose a music program in the track information area TRKINF of the track A is changed from 1 to $1 + 1 = 2$.

[0146]

Thus, the values of the keys are changed. In this example, the contents key of the original track A is denoted by KC_A; and the contents key of the original track B is denoted by KC_B. Likewise, the part key of the original track A is denoted by KP_A; and the part key of the original track B is denoted by KP_B.

[0147]

At step 206, after the tracks A and B are

combined, the contents key of the new track N is generated as KC_N. The CONNUM is also newly generated. At step 207, a new part key is generated. The new part key is generated with an exclusive OR operation of the contents key KC_A, the part key KP_A, and the contents key KC_N. At step 408, the backward-side part key (namely, the part key for the part information area PRTINF of the original track B) is generated. As with the new part key, the backward key on the backward side is generated with an exclusive OR operation of the contents key KC_B, the part key KP_B, and the contents key KC_N.

[0148]

At step 209, the contents key KC_N of the new track N is encrypted with the storage key of the memory card and stored in the CONTENTS KEY-nnn of the track information area TRKINF. The CONNUM is stored in the CONNUM-nnn of the track information area TRKINF. In addition, each part key is stored in the PRTKEY-nnn of the part information area PRTINF.

[0149]

Next, with reference to Fig. 35, the divide process (see Fig. 10C) for dividing a track A composed of one part into two tracks A and B will be described. Fig. 35 is a flow chart showing the divide process. At step 301, the divide point is decided with SU. At step 302, the PRTSIZE of the part information area PRTINF of

the new track A is changed. In reality, the number of clusters from the beginning (start SU) to the divide point (end SU) is counted. The cluster size, the start SU, and the end SU are changed corresponding to the position of SU of the divide point of the cluster and stored to the PRTSIZE of the part information area of the new track A.

[0150]

At step 303, one cluster that is the last cluster of the new track A that contains the divide point is completely copied. The copied cluster is treated as the top part of the new track B. At step 304, the number of total parts of the newly generated track B is stored to the P-nnn representing the number of parts that compose a music program in the track information area TRKINF of the track B. In this example, clusters preceded by the divide point become the second part that is the newly generated track B. The number of total parts of the newly generated track B is counted. At step 305, the file number FNW-nnn of the new ATRAC3 data file is generated and stored to the FNW-nnn of the track information area TRKINF.

[0151]

At step 306, the track information area TRKINF of the new track B and the part information area PRTINF are added on the backward side of the part information area PRTINF of the new track A of the track

information management file TRKLIST. The track
information area TRKINF of the track on the backward
side of the original track A and the part information
area PRTINF are moved backward by the track information
5 area TRKINF and the part information area PRTINF of the
track B.

[0152]

At step 307, the chain of the FAT of the
ATRAC3 data file of the new track A is changed to the
10 divide point. At step 308, since the track B is newly
added, the file B of the ATRAC3 data file is added to
the directory. At step 309, the chain of the FAT of
the ATRAC3 data file of the newly generated track B is
followed by the remaining portion of the original track
15 A (namely, the chain of the clusters including the
divide point).

[0153]

Since the new track B is added, the key
values are added. However, the key values of the new
20 track A are not changed.

[0154]

At step 310, after the track is divided, the
contents key KC_B of the contents key of the new track
B is generated. In addition, the CONNUM is newly
25 generated. At step 311, the part key KP_B of the new
track B is generated. The part key of the new track is
generated with an exclusive OR operation of the

original KC_A, KP_A, and KC_B.

[0155]

At step 312, the contents key KC_B of the new track B is encrypted with the storage key of the memory card and stored to the CONTENTS KEY-nnn of the track information area TRKINF. In addition, the CONNUM is stored to the CONNUM-nnn of the track information area TRKINF. Each part key is directly stored to the PRTKEY-nnn of the part information area PRTINF.

[0156]

Thus, even if edit processes such as combine and divide processes are performed, the track information area TRKINF and the part information area PRTINF are arranged in the same order of the sound file as the content of the track information management file TRKLIST.MSF. In other words, unlike with the Link-P system, the track information area TRKINF of one file that has been edited and the link destination of the part information area PRTINF are arranged continuously, not randomly.

[0157]

In addition, when another edit process such as erase process or move process is performed, the track information area TRKINF and the part information area PRTINF are arranged.

[0158]

Likewise, when edit process for the data file

which is recorded in the memory card is performed, the embodiment of the present invention is solved the problem with link P that is adopted as the simple method for MD which arranges the track information area TRKINF in which the information of the data file is recorded and the part information area PRTINF for the part in which is recorded in the track information area TRKINF.

[0159]

[Effect of the Invention]

According to this invention, the data file is managed by FAT file system but, clusters and sound units which consist the data file are managed by part unit, edit process for example, combine, divide, erase and move corresponding to the data file which is recorded in the memory card are performed that allows managing the small CPU for the memory easily.

[0160]

The flash memory has an individual unit like page, when edit process such as combine, divide, erase and move for the data file which is recorded in the memory card is performed, problem with the random position of link P is used for MD which requires many pages of access are solved.

[Brief Description of the Drawings]

[Fig. 1]

Block diagram showing the entire structure

according to the present invention.

[Fig. 2]

Block diagram showing the internal structure of a DSP according to the present invention.

5 [Fig. 3]

Block diagram showing the internal structure of a memory card according to the present invention.

[Fig. 4]

10 Schematic diagram showing the structure of a file system processing hierarchical in the flash memory according to the present invention.

[Fig. 5]

15 Schematic diagram showing the physical structure of data in a flash memory according to the present invention.

[Fig. 6]

Schematic diagram showing the file convention according to the present invention.

[Fig. 7]

20 Schematic diagram showing the data structure of the reproduction management file according to the present invention.

[Fig. 8]

25 Schematic diagram showing the outline of the data structure of the data file according to the present invention.

[Fig. 9]

Schematic diagram showing the outline of the structure of the data file according to the present invention.

[Fig. 10]

5 Schematic diagram showing the example of edit processing of the data file according to the present invention.

[Fig. 11]

10 Schematic diagram showing other example of edit processing of the data file according to the present invention.

[Fig. 12]

15 Schematic diagram showing the structure of a reproduction management file according to the present invention.

[Fig. 13]

Schematic diagram showing the structure of the part of the reproduction management file and additional information area.

20 [Fig. 14]

Schematic diagram showing the example of an additional information data according to the present invention.

[Fig. 15]

25 Schematic diagram showing the example of an additional information data according to the present invention.

[Fig. 16]

Schematic diagram showing the data structure of additional information data according to the present invention..

5 [Fig. 17]

Schematic diagram showing the practical data structure of additional information according to the present invention..

[Fig. 18]

10 Schematic diagram showing the structure of a data file according to the present invention.

[Fig. 19]

Schematic diagram showing the part of an attribute header of the data file.

15 [Fig. 20]

Schematic diagram showing the part of an attribute header of the data file.

[Fig. 21]

20 Schematic diagram showing types of recording mode and recording hours or the like for each recording mode according to the present invention.

[Fig. 22]

Schematic diagram explaining the information of copy control according to the present invention.

25 [Fig. 23]

Schematic diagram showing the part of an attribute header of the data file.

[Fig. 24]

Schematic diagram showing a header of the data file for each data block.

[Fig. 25]

5 Schematic diagram showing the convention of other data structure that is used for the file of the present invention.

[Fig. 26]

10 Schematic diagram showing the relation between files of other data structure.

[Fig. 27]

Schematic diagram showing other data structure of the track information management file.

[Fig. 28]

15 Schematic diagram showing the structure of a name file in the track information management file for other data structure.

[Fig. 29]

20 Schematic diagram showing the structure of a name file in the track information management file for other data structure.

[Fig. 30]

Schematic diagram showing the structure of a data file for other data structure.

25 [Fig. 31]

Schematic diagram showing the structure of the additional information management file for other

data structure.

[Fig. 32]

Schematic diagram showing the structure of
the additional information management data for other
data structure.

[Fig. 33]

Schematic diagram explaining a flow of file
recovery processing

[Fig. 34]

Flow chart explaining the example of the
combine process according to the invention.

[Fig. 35]

Flow chart explaining the example of the
divide process according to the invention.

[Fig. 36]

Schematic diagram explaining the data file
for MD.

[Description of Reference Numerals]

10 ... Audio encoder/decoder IC, 20 ... Security IC, 30
... DSP, 40 ... Memory card, 42 ... Flash memory, 52
... Security block, TRKLIST.MSF ... Track information
management file, INFLIST.MSF ... Additional
information management file, A3Dnnn.MSA ... Audio data
file

[Title of Document] Abstract

[Abstract]

[Subject]

5 Edit process of the file is performed for
managing the small CPU for the memory easily.

[Solving means]

10 In the case of the editing processes such as
combine like track A and B into track A for the data
file which is recorded to the detachable non-volatile
memory are performed, the part information area PRTINF
of track B is moved after the part information area
PRTINF of track A that had been moved, then the track
information area TRKINF is deleted. At this moment,
afterward a chain of the sound file of track A is
15 moved, a chain of the sound file of track B is also
moved. When the divide is performed and the divide
point of the cluster is copied, then TRKINF and PRTINF
are updated by determining the first half of the chain
to the divide point as track A, TRKINF and PRTINF are
20 generated by determining the divide point to the second
half of the chain as track B. TRKINF and PRTINF are
moved from the original position to the new place as
the portion of TRKINF and PRTINF for new track B.

[Selected Drawing] Fig. 18